

FIG. 3

The diagram illustrates a system architecture for a graphics processor. On the left, a **TS INB** signal enters **NIU 14**, which connects to **POD 16**. **POD 16** outputs a **Pod/TD path** to **TD 18**. **TD 18** is connected to **DES descrambler 24** and **MPEG2 decoder 26**. **TD 18** also connects to **3D 34** and **display engine 36**. **display engine 36** connects to **frame buffer 38**. **frame buffer 38** contains a **protected access video buffer (FIFO) 40** and **picture buffers decoded frames from mpeg decoder 41**. **NIU 14** also receives an **RF** signal from **HEAD END 12**. The **Graphics Processor 60** (indicated by a dashed box) contains **TD 18**, **DES descrambler 24**, **MPEG2 decoder 26**, **3D 34**, **display engine 36**, **frame buffer 38**, **memory controller 32**, **ENC/DEC**, **access reg 305**, **memory address protection module 304**, **access reg 307**, **secure chip designation bit 308**, **CARP**, and **309**. **memory controller 32** is connected to **ENC/DEC**, **access reg 305**, **memory address protection module 304**, **access reg 307**, **secure chip designation bit 308**, **CARP**, and **309**. **ENC/DEC** is connected to **access reg 305**. **memory address protection module 304** is connected to **access reg 307**. **secure chip designation bit 308** is connected to **CARP**. **CARP** is connected to **309**. **309** is connected to **memory controller 32**. **memory controller 32** is connected to **HBUI 42**. **HBUI 42** is connected to **PCI bus 48**. **PCI bus 48** is connected to **northbridge 46**. **northbridge 46** is connected to **cpu 44** and **system memory 50**.

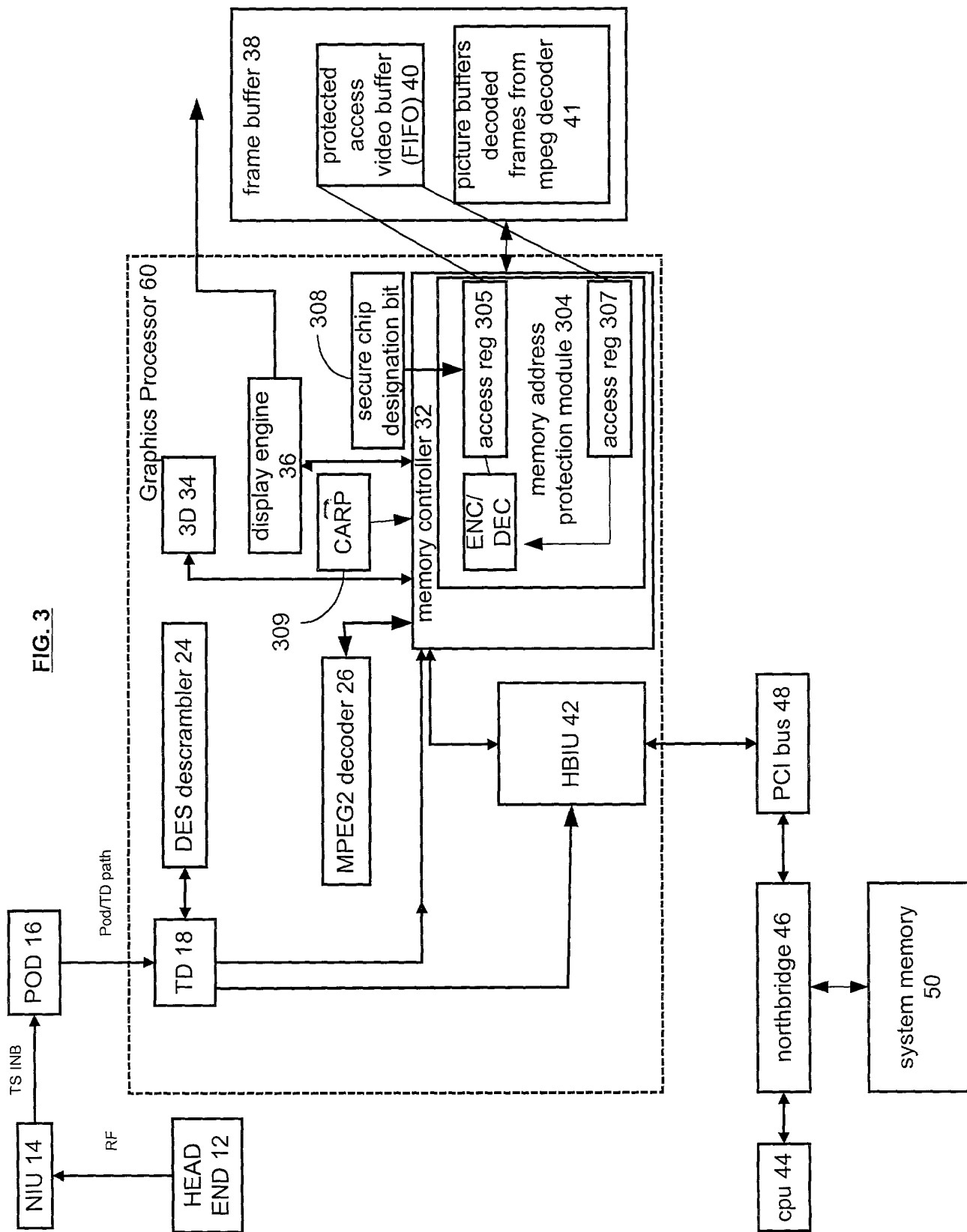


FIG. 4

